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Moving Element Game
August 13, 2003

CLAIMS

1. An electronic video poker game comprising one or more visual displays, each visual display shows one or more rows or columns of cards such that:
 - a. the cards move across the visual display;
 - b. a player-controlled icon travels across the visual display;
 - c. when the icon touches a card, that card is selected;
 - d. the cards that are selected form a poker hand; and
 - e. the poker hand is compared to a payable.
2. The game of claim 1 where the cards are arranged as rows.
3. The game of claim 1 where the cards are arranged as columns.
4. The game of claim 1 where the cards are arranged as fewer than 5 rows or columns.
5. The game of claim 1 where the cards that are selected are displayed on the screen as they are selected.
6. The game of claim 1 where some, but not all cards are face up.
7. The game of claim 1 where there is a timer to limit the amount of time the player has to select his cards.
8. The game of claim 1 where the cards selected are displayed to the player and the player is given an opportunity to hold certain cards; cards that are not held are replaced, and the resulting hand is compared to a pay table.
9. The game of claim 1 where the icon moves automatically.

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10. A method to play a poker type card game on an electronic device comprising one or more visual displays where the visual display shows the following:
 - a. one or more rows or columns of cards;
 - b. the cards move across the visual display;
 - c. a player-controlled icon that travels across the visual display;
 - d. when the icon touches a card on the visual display, that card is selected;
 - e. the cards that are selected form a poker hand; and
 - f. the poker hand is compared to a paytable.
11. The method of claim 10 where the cards are arranged as rows.
12. The method of claim 10 where the cards are arranged as columns.
13. The method of claim 10 where the cards that are selected are displayed on the screen as they are selected.
14. The method of claim 10 where some, but not all cards are face up.
15. The method of claim 10 where there is a timer to limit the amount of time the player has to select his cards.
16. The game of claim 10 where the cards selected are presented to the player and the player is given an opportunity to hold certain cards; cards that are not held are replaced, and the resulting hand is compared to a pay table.
17. An electronic device comprising one or more visual displays, at least one of the visual displays shows the following:
 - a. one or more rows or columns of cards;

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- b. cards that move across the visual display;
 - c. a player-controlled icon that travels across the visual display; and
 - d. when the icon touches a card, that card is selected;
 - e. the cards that are selected form a poker hand;
 - f. the poker hand is compared to a payable; and
 - g. the poker hand is compared to a payable.
18. The electronic device of claim 17 where the cards are arranged as rows.
19. The electronic device of claim 17 where the cards are arranged as columns.
20. The electronic device of claim 17 where the cards that are selected are displayed on the screen, as they are selected.
21. The electronic device of claim 17 where some, but not all cards are face up.
22. The electronic device of claim 17 where there is a timer to limit the amount of time the player has to select his cards, and the amount of time remaining is displayed on the screen.
23. A method to play a game on an electronic device comprising one or more visual displays and where at least one of the visual displays shows the following:
- a. one or more rows or columns of symbols;
 - b. the symbols moving across the visual display;

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- c. an icon that travels across the visual display;
- d. when the icon touches a symbol on the visual display, that symbol is selected;
- e. a group of symbols is created from each selected symbol;
- f. the group of symbols are compared to a payable; and
- g. the player is paid according to the payable.